

# TORPEDO FIRE™

## MOVEMENT COMMANDS

**MDCtt** = Continue on present course for *tt* seconds

**MCddd** = Set course to *ddd* degrees

**MSSkk** = Set speed to *kk* knots

**MUfff** = Move to a depth of *fff* feet (subs only)

## FIRE COMMANDS

**FDCtddd** = Fire depth charge at time *t\*10* to explode at *ddd* feet underwater

**FKGtddd** = Fire K-guns at time *t\*10* to explode at *ddd* feet underwater

**FATtlll** = Fire Ahead Throw Weapon at time *t\*10*, *lll*+50 yards ahead of the ship

**FSGdddllll** = Fire Surface Guns *ddd* degrees at range *llll* yards

**FSSdddllll** = Fire Star Shell *ddd* degrees at range *llll* yards

**FT(B/S)dddtt** = Fire Torpedo from (Bow/Stern) tube on course *ddd* degrees at time *tt*.

## MOVEMENT RATES

KNOTS	YARDS TRAVELLED IN 60 SECONDS
60 .....	2000
30 .....	1000
25 .....	833
20 .....	667
15 .....	500
10 .....	333
5 .....	167

OR AT 1 KNOT A SHIP MOVES .555 YARDS/SECOND

## TURNING ABILITY

	MAXIMUM TURN IN 60 SECONDS
CONVOY .....	30°
ESCORTS .....	90°
SUBMARINES .....	120°